

MAGNACARTA[™] 2





MAGNACARTA 2

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Characters

Juto

*"I have things that
I want to protect."*

Starting Equipment

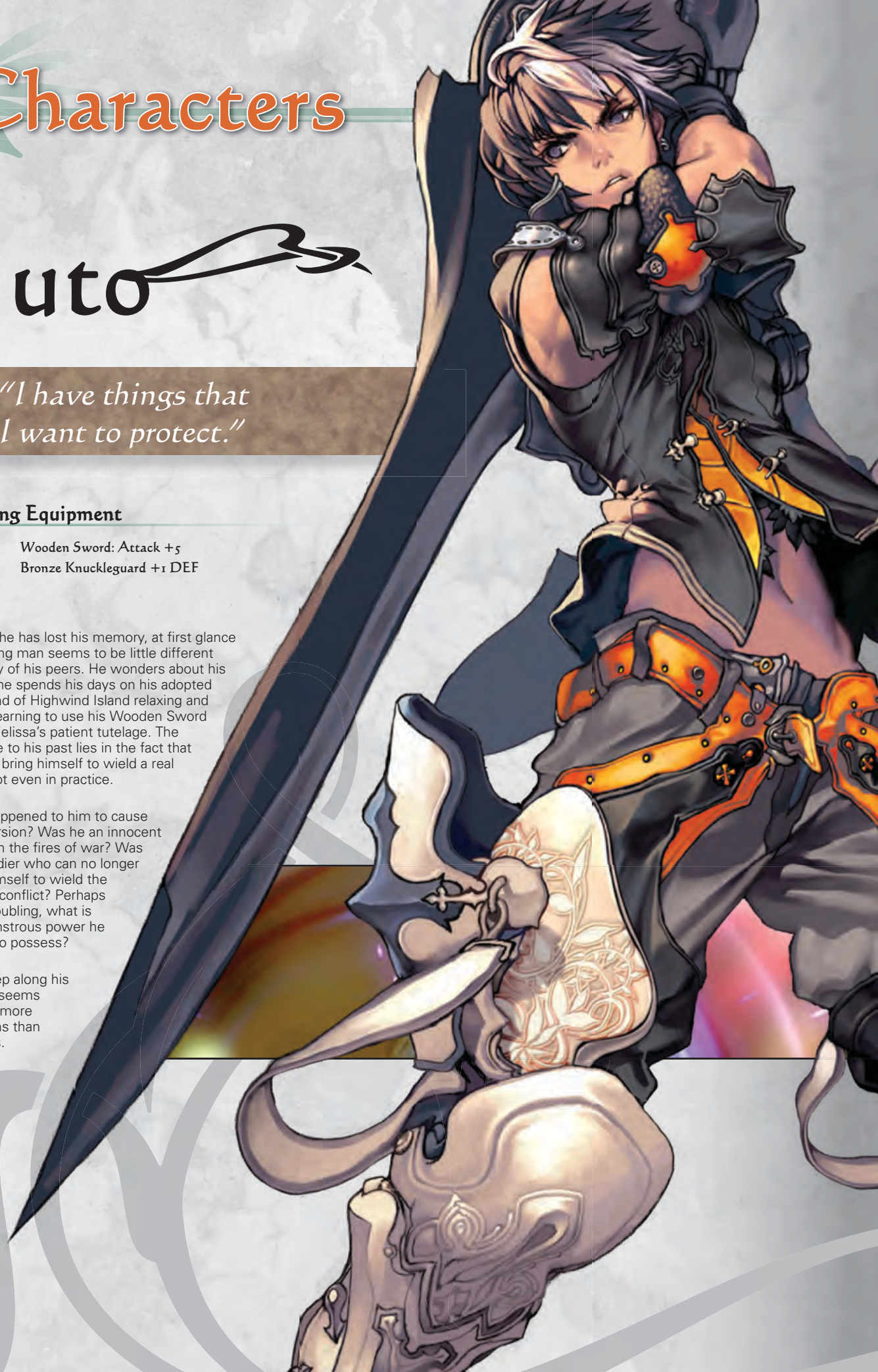
Weapon: Wooden Sword: Attack +5

Support: Bronze Knuckleguard +1 DEF

Though he has lost his memory, at first glance this young man seems to be little different from any of his peers. He wonders about his past as he spends his days on his adopted homeland of Highwind Island relaxing and slowly learning to use his Wooden Sword under Melissa's patient tutelage. The only clue to his past lies in the fact that he can't bring himself to wield a real sword not even in practice.

What happened to him to cause this aversion? Was he an innocent caught in the fires of war? Was he a soldier who can no longer bring himself to wield the tools of conflict? Perhaps most troubling, what is this monstrous power he seems to possess?

Each step along his journey seems to bring more questions than answers.



Stat Increases Per Level

Level	HP	ATK	DEF	SPI	RES	AGI	STA	STA Recovery	EXP to Next Level	Skill Points
4	+56	-	-	-	-	+1	-	-	580	-
5	+46	-	-	-	-	-	-	-	775	-
6	+42	-	+1	+1	-	+1	+1	+1	974	-
7	+38	+1	-	-	-	-	-	-	1195	-
8	+42	+1	+1	-	+1	+1	-	-	1378	-
9	+42	+1	+1	-	-	-	+1	-	1569	-
10	+50	+1	-	-	-	+1	-	-	1752	-
11	+41	-	+1	+1	-	-	-	+1	1911	8
12	+43	+1	+1	-	-	+1	+1	-	2164	14
13	+42	-	+1	-	+1	-	-	-	2327	11
14	+41	+1	+1	-	-	+1	-	-	2479	10
15	+42	+1	+1	-	-	-	+1	-	2684	8
16	+57	-	+1	+1	-	+1	-	+1	2925	10
17	+60	+1	+1	-	-	-	-	-	3188	11
18	+59	+1	+1	-	+1	+1	+1	-	3474	7
19	+56	-	+1	-	-	-	-	-	3786	12
20	+54	+1	+1	-	-	+1	-	-	4164	10
21	+89	+1	+1	+1	-	-	+1	+1	4580	11
22	+89	+1	+1	-	-	+1	-	-	5038	9
23	+83	+1	+1	-	+1	-	-	-	5541	12
24	+88	+1	+1	-	-	+1	+1	-	6095	10
25	+39	+1	+1	-	-	-	-	-	6704	8
26	+82	+1	+1	+1	-	+1	-	+1	7374	-
27	+82	+1	+1	-	-	-	+1	-	8111	12
28	+82	+1	+1	-	-	+1	-	-	8922	6
29	+82	+1	+1	-	+1	-	-	-	9814	10
30	+85	+1	+1	-	-	+1	+1	-	10795	10
31	+59	+1	+1	+1	+1	-	-	+1	11874	8
32	+59	+2	+1	-	-	+1	-	-	13061	10
33	+59	+1	+1	-	+1	-	+1	-	14367	9
34	+59	+1	+1	-	-	+1	-	-	15803	12
35	+89	+2	+1	-	+1	-	-	-	17383	10
36	+105	+1	+1	+1	-	+1	+1	+1	18252	8
37	+104	+2	+1	-	+1	-	-	-	19164	10
38	+105	+1	+1	-	+1	+1	-	-	20122	9
39	+105	+2	+1	-	-	-	+1	-	21128	10
40	+119	+1	+1	-	+1	+1	-	-	22184	13
41	+63	+2	+1	+1	+1	-	-	+1	23293	10
42	+63	+2	+1	-	+1	-	+1	-	24457	7
43	+63	+1	+2	-	+1	-	-	-	25679	12
44	+63	+2	+1	-	+1	+1	-	-	26962	10
45	+66	+2	+1	-	-	-	+1	-	28310	11
46	+104	+2	+1	+1	+1	+1	-	+1	29725	9
47	+104	+2	+1	-	+1	-	-	-	31211	10
48	+104	+2	+2	-	+1	+1	+1	-	31211	12
49	+104	+2	+1	-	-	-	-	-	34409	10
50	+105	+2	+1	-	+1	+1	-	-	36129	11
51	+162	+2	+1	+1	+1	-	-	+1	37574	9
52	+162	+2	+1	-	+1	+1	+1	-	39076	10
53	+162	+2	+2	-	+1	-	-	-	40639	13
54	+162	+2	+1	-	+1	+1	-	-	42264	10
55	+163	+2	+1	-	-	-	+1	-	43954	8
56	+176	+2	+1	+1	+1	+1	-	+1	45712	10
57	+175	+3	+1	-	+1	-	-	-	47540	10
58	+176	+2	+2	-	+1	+1	+1	-	49441	8
59	+176	+2	+1	-	+1	-	-	-	51418	10
60	+178	+3	+1	-	+1	+1	-	-	57588	10

Field Action: Kick

Juto's Field Action is Kick. It is used to destroy certain things, like Lappers Shells, which can reveal hidden items. It also comes in handy during certain battles. Never underestimate the usefulness of a good swift kick!

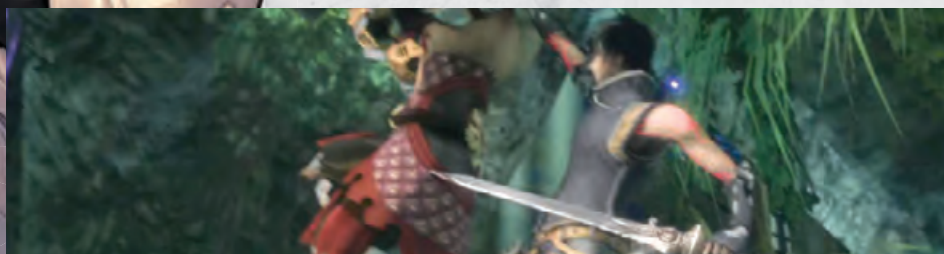
Weapon Styles

One-Handed Sword

This style offers a good balance between offense and defense and allows you to use Counter. This Signature Technique is very powerful, especially against other melee fighters. Because it uses no Stamina, you can perform it any time it becomes active. Not only does it dish out the damage, Counter also causes your foes to inflict less damage with their weapons, a stunning advantage when facing tougher foes!

Two-Handed Sword

This is a mostly offensive weapon style with the Signature Technique, Impact Swing. It deals a devastating blow and knocks down your enemies, interrupting their attacks and buying you precious time while they regain their feet.



Learning the Basics

This chapter provides the information you need to make your way through the engaging world of *MagnaCarta 2*. You'll find information on the menus, maps, movement, and combat to prepare you for the journeys ahead.

Read the User Manual

This chapter is intended as a *supplement* to the user manual that comes with your copy of *MagnaCarta 2*, not a *replacement* for it. We avoid rehashing content that's already in the user manual, except when it's necessary for explaining other concepts. The discussions in this chapter assume that you have read and understand the user manual that comes with the game.

• The Main Menu

The Main menu is your primary resource for managing your characters. From here, you can manage your party, deal with your equipment, learn new Techniques, and manage your quests and information.

Formation

Though you start with only Juto, you eventually have six characters in your party. Each one brings unique abilities and skills to the table, and you grow to depend on each of them to get you through different situations. You can have only three active members at a time, and the Formation menu lets you select which lucky three are active as often as you wish.

Active party members are on the left. When you want to switch one out, just select the one you wish to make inactive by pressing **A**, then navigate to the inactive members on the right to swap them out. As you navigate over them, you see a helpful snapshot of their stats and equipment on the bottom of the screen. You can also move your active party members around via the Formation menu. This is great if you prefer to keep certain characters in certain positions; for example, you may wish to keep your main melee person on top to make healing easier during battle.

Into the Fray!

As long as they haven't died, you can switch any of your inactive members for active ones during battle as well. If you find that one character takes too much damage or is otherwise unsuited for a fight, switch him or her out with a comrade and continue the battle.

From this screen, you can also see your characters' stats. While all seven stats play an important role, their importance varies with each character.



ATK: This is your Attack stat. It determines how much physical damage you can deliver. It helps everyone, but it's very important for characters using melee skills.

DEF: Defense mitigates the physical damage you endure. While increased Defense is always beneficial, it is most useful to characters who engage in close melee combat.

SPI: Your Spirit determines the damage you inflict with Attribute Kan. The higher the Spirit, the more damage you dish out with your offensive skills.

RES: Resistance mitigates the damage you take from offensive spells. It also helps decrease the chance of getting afflicted by conditions.

AGI: Agility raises the chance of getting a critical hit with your attacks. It also raises your chance to dodge incoming attacks.

STA: A larger Stamina pool lets you perform more attacks and skills before going into Overdrive, thus increasing your damage.

STA Recovery: This affects how quickly you recover your Stamina. It is important because a higher STA Recovery lets your Stamina regenerate at a faster rate.

Items

The Items menu lists all the non-equipped items you have in your inventory, along with a description below. This is useful for quickly seeing items you recently acquired, as it lists them under the All tab in the order you picked them up. When an item is character-specific, you can see which character can use the item on the right.

To view just one particular type of item, you can navigate through the different categories listed at the top. This is particularly helpful when it comes to Tools—you can easily see how many consumables you have at your disposal. You may not use the other tabs quite as much, as the Equipment menu makes it easy to manage your gear.



Skills

From the Skills menu, you can manage each character's two skill trees. As you level up, you earn Skill Points (SP) and can spend them to learn new skills. This ability makes each character unique. You can select the skills that best suit your play style as you move deeper into the tree. For an in-depth look at each character's skill tree, see the Skills section of this guide.



Equipment

All heroes rely on their equipment to get the job done, and your party is no exception! From the Equipment menu, you can navigate between characters via the **LB** and **RB** to manage their equipment.

Each character can equip one Weapon, one Support Item, and two Accessories. You can navigate between these slots via the **O** or **△**. For example, select Weapon on a character. As the skill trees indicate, each character has a choice of two Weapon Styles. All the available equipment for that character in the selected slot shows up on the Equipment list on the upper right. Scroll through these to view their stats just below the list. This lets you review all the equipment in your inventory and switch out your equipment as needed.

Weapons and Support Items are character-specific and thus can be worn only by a particular character. On the other hand, Accessories can be worn by any of your characters. Regardless of how you spend your Skill Points, you want all characters to have a good weapon for each of the two types available in their inventory. Many situations call for you to use a particular weapon type, whether to complete a quest or to meet the needs of a battle.

Support Items give you pluses to your Defense and Resistance stats. You don't have to swap out these items for a particular situation. Rather, your goal is to keep the best piece of equipment in that slot.

Maybe You Can't Buy Happiness...

...but you can certainly buy better gear! While you happen upon some powerful items in your travels, don't be afraid to use what the shops have to offer. Many times, the items available for purchase are the best ones available to you at a given time.

While it's true that your Weapons are of primary importance, don't discount Accessories as mere baubles! These interchangeable items come in so many varieties that they often make the difference between an easy battle and one you may not survive. Accessories can raise your stats significantly and modify other variables, like how much experience or SID you earn. Perhaps their most important function is the protection from status conditions that some of them offer. Many Accessories give you immunity to various types of conditions. For instance, the Ring of Detoxification grants you immunity to Poison. If you equip it when you face a boss whose main damage source involves inflicting Poison, then you've done half the work of winning the battle just by slipping on a piece of jewelry.



I. A Home in Danger

Highwind Island is a beautiful, peaceful place. Its cliff-top village and sandy shores as yet are untouched by the Lanzheim Civil War. Having lost the memories of his previous life, Juto now calls this pleasant village home and spends his days relaxing. He does his best to avoid Melissa's efforts to teach him about their world and to train him to use his wooden sword.

With the discovery of an ancient Guardian on the island, this idyllic existence comes to an end. The Southern Forces have come to study and retrieve the Guardian, inadvertently bringing their war to Highwind's doorstep. Wanting this prize for themselves, Schuenzeit's Northern Forces soon appear to claim the Guardian as their own. The ensuing conflict threatens Juto's adopted home and all those that he holds dear.



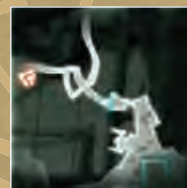
• Running Errands

Because Melissa caught you slacking off, she makes you her errand boy! The first place she sends you is to the Observatory to see if the Northern Forces ships are coming. Follow the arrow on your map to reach the path leading up to the Observatory. From there, Melissa sends you on another errand.



Using Your Map

In Movement mode, you can always see your mini-map in the upper right-hand corner of your screen. This shows you your location, marked by a green arrow, in your immediate area. It also shows the direction, marked by a red arrow, that you need to go to reach the trigger point for your next main objective.



Sometimes it can be difficult to see exactly where you need to go by using only the mini-map. To bring up the area map, press **Q**. This brings up a map of the entire region, even places you haven't visited yet. From here, you can see your objective marked by a golden flag. Make your way to the objective to trigger the next event.



This time Melissa needs you to meet her at the lift near the village's south end. Again, follow the arrow on your map to reach the meeting place. Before returning to the main part of the village from the Observatory, head up the ramp to find a **Treasure Chest 1**.



Treasure Chests can be found throughout the world. They contain useful items like SID, equipment, and consumable items. This one contains one Healing Leaf, which can be used to restore HPs.

On your way to meet Melissa, stop by the Simple Warehouse. Buildings that you can enter are marked in green on the map. To enter, approach the door and press **A**. Inside you find another **Treasure Chest 2** containing 150 SID.



Unlike when you reached the Observatory, your quest's end does not automatically trigger when you approach Melissa. As you can see, Melissa now has a red exclamation point over her head when you approach. This indicates that you must speak with her to continue this required quest. Approach her and press **A** to talk to her.

It seems that Clawpers, small crab-like monsters, are harassing the workers building barricades on the shore. She wants you to make things easier for the workers by eliminating three Clawpers. If you need help with learning combat, Melissa offers to teach you once you reach the shore. Though the combat system is very intuitive and easy to use, it's a good idea to let Melissa show you the ropes before your first battle.



To reach the Highwind Island Shore, step out onto the lift behind Melissa and press **A** to lower it to the shore below. Make your way down the path and head to the right when it splits. Here you meet a Village Girl who needs your help. She asks you to break open the nearby **Lappers Shell** to obtain a pearl for her. Approach the Lappers Shell and press **A** to Kick it apart and grab the pearl. Lapper Shells can occasionally contain useful items, like Healing Seeds, so be sure to give them a kick when you happen upon them. Be cautious though; they sometimes also contain Lappers, which can put up quite a fight!



Field Actions

Field Actions are character-specific actions that can be performed only in Movement mode. Kick is Juto's Field Action. When Juto can Kick an object, the **A** in the lower right-hand corner turns green. Kick can be performed only when Juto is directly next to an object, so be sure to get close to your target when you try to Kick. Each character has his or her own unique Field Action. Check out the Characters section of this guide to see each one.

In return for your help, the girl teaches you about **Pillars**. You can find Pillars in various locations throughout the world. Use them to save your game and to heal your party. When you come to a Pillar, even if you don't want to save your game, be sure to approach it and press **A** to heal any wounds you may have. Take a moment to save your game here before continuing down the path to the shore.





Kill the Clawpers

EXP: 350

SID: 100

If you took up *Melissa's* offer to demonstrate combat to you, she meets you at the shore. She gives you all the basic information you need to make yourself useful in a fight. Follow her directions and practice on the Clawper here. Once you finish her lesson, or if you told her you don't need the refresher, proceed down to the shore and take out the Clawpers there. Notice that monsters show up on your mini-map as red dots. Keep an eye on this so that you're never surprised by running into a group of nasty creatures! When you finish clearing out the Clawpers, report to *Biller* near the *Barricade*.



No Such Thing as Too Much SID!

Be on the lookout for extra SID coins. They are often left behind after a monster is defeated by someone else, like the *Island Guards* or a party member. Be sure to walk over them to add them to your coin purse.



The Princess

When turning in your quest to *Bilter*, he tells you that *Princess Rzephillda* is coming to the island to personally supervise the *Southern Forces*. Head north, back up the path and into the village. Make your way east, past the *Merchant*, to find another **Treasure Chest 3**. Open it up to collect 100 SID.



Highwind Island Merchant



Item	Cost
Healing Seed	130 SID
Belt of Life	500 SID
Belt of Power	600 SID

Make your way to the north of the *Simple Warehouse*. There, you volunteer to show the *Princess* and *Argo* to *Windsong Caverns*. Head southwest around the *Simple Warehouse* and *Makeshift Hospital* to reach the lift leading down to the caverns. Before you go down, enter the hut to the right of the lift to find another **Treasure Chest 4**, which contains two *Healing Seeds*. Take the lift down to reach *Windsong Caverns*. Even though it doesn't look like the *Princess* and *Argo* are following you, they are present when you exit the lift.



Items and Equipment



All soldiers depend on their equipment to get them through difficult battles, and the Counter-Sentinel Unit is no exception! This chapter provides a listing of every item you encounter and its relevant information, such as the buy and sell price and what it can do for you. Each character can equip one Weapon, one Support, and two Accessories at a time. Use the following tables to see at a glance what equipment is available to your characters and where you can find it.

Items found in Treasure Chests are marked with a number followed by a dash and another number in the *Treasure Chest* column. This indicates the section of the Walkthrough in which it is found, and which Treasure Chest(s) holds it. For example, 05-3 would mean that the item is found in Walkthrough section number 5, *A Necessary Deception*; within this Walkthrough section, the item is in Treasure Chest 3, as labeled on this guide's accompanying map.

You receive some items only as a result of making your way through the game, as quest rewards or loot from defeating bosses. However, most items are available for purchase. The Merchant table at the end of this section shows you where you can find the items that are for sale.

• Weapons

Item	Style	Buy	Sell	Found	Available for Purchase	Treasure Chest	ATK	DEF	SPI	RES	STA	STA Recovery
Ancient People's Hammer	Hammer	3900	975	-	Y	-	+45	-	-	+8	-	-
Axe of Lightning	Axe	-	875	Defeating Rutan	-	-	+42	-	-	-	-	-
Axe of Sudden Death	Axe	4500	1125	-	Y	-	+60	-	-	-	-	-
Axe of the Hero	Axe	34000	8500	-	Y	-	+190	-	-	-	-	-
Axe of Unlucky Soldier	Axe	6400	1600	-	Y	-	+95	-	-	-	-	-
Bakuryu Ball	Fireball	-	-	Quest: The Reeden Seal Stones	-	-	-	-	+210	-	-	-
Berserker	One-Handed Sword	4800	1200	-	Y	-	+62	+14	-	-	-	-
Blast Axe	Axe	-	1375	Defeating Zebasa	-	-	+78	-	-	-	-	-
Bloody Hammer	Hammer	-	6000	Defeating Claire in Navyblue Marsh	-	-	+150	-	-	+25	-	-
Bow of Embers	Bow	19000	4750	-	Y	-	-	-	+115	-	-	-
Bow of God's Hand	Bow	28000	7000	-	Y	-	-	-	+170	-	-	-
Bow of Sinking	Bow	5200	1300	-	Y	-	-	-	+76	-	-	-
Bow of the Stars	Bow	4700	1175	-	Y	-	-	-	+58	-	-	-
Brave Fist	Knuckle	25000	6250	-	Y	-	+175	-	-	-	-	-

Bestiary

Knowing your enemies is invaluable when you face them in battle. This war-ravaged land is filled with foes from various humanoid races, beasts, and monsters. This chapter profiles each and every creature you encounter in your travels. We've included all the information you need to prevail against them in a life-or-death struggle on the battlefield!

Zephie's Soul Extraction Technique can yield valuable Kamonds from many of the foes you face. We've also listed the type of Kamonds that you can get from each foe. The level of the monster determines the level of the Kamond, as the following chart shows:

Monster Level	Kamond Level
7-25	Level 2
26-40	Level 3
41-50	Level 4
51-60	Level 5

Barnacles



Barnacles

These creatures prefer dark, dank environments. They like to travel in packs, so be careful you don't get overwhelmed.

Walkthrough Section	Location	Level(s)	Soul Extraction
01 A Home in Danger	Windsong Cavern	4, 6	N/A
06 Back to Headquarters	Undersea Tunnel	20, 21	Stamina Recovery

Mad Barnacles

Like their smaller cousins, these Mad Barnacles like to scuttle around in groups, attacking anything that gets close.

Walkthrough Section	Location	Levels	Soul Extraction
16 Preparations	Undersea Tunnel	54, 56, 58	Stamina Recovery
17 Hunting Party	Undersea Tunnel	58	Stamina Recovery

Beasts



Blaze

These beasts, commonly found in Oldfox Canyon, can inflict Stun when they attack you.

Walkthrough Section	Location	Levels	Soul Extraction
11 A Slight Detour	Oldfox Canyon	34	Attack, Warrior Kamond
17 Hunting Party	Oldfox Canyon	58	Attack, Warrior Kamond, Hero Kamond, Steel Kamond, Herculean Kamond

Blaze Beast

Close relatives of the Blazes, these beasts can also inflict Stun on you, interrupting your ability to fight.

Walkthrough Section	Location	Levels	Soul Extraction
06 Back to Headquarters	Abazet Field	21	Attack
08 Into the Wasteland	Wasteland of Silence	29	Attack
10 Unfinished Business	Dunan Hill	36	Attack, Kamond of Courage
10 Unfinished Business	Wasteland of Silence	33	Attack, Kamond of Courage
11 A Slight Detour	Dunan Field	35, 36	Attack, Kamond of Courage
17 Hunting Party	Wasteland of Silence	58	Attack, Kamond of Agility



MAGNACARTA 2

Official Strategy Guide

By Jennifer and Kenny Sims

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